

D : LocationVariable

T : LocationVariable

P1 : LocationVariable

P2 : LocationVariable

l : InteractionVariable

BoardGame : IOSTS
initializationFunction = {T -> 1, P1 -> 0, P2 -> 2, D -> 0}

t : Location

m : Location

p : InteractionVariable

d : InteractionVariable

!move : IOGate

?throws : IOGate

(m, !move, t) : SwitchRelation
guard = "T=1 \wedge p=1 \wedge l=(P1+D)%4"
updateMapping = {P1 -> l, T -> 2}

(m, !move, t) : SwitchRelation
guard = "T=2 \wedge p=2 \wedge l=(P2+D)%4"
updateMapping = {P2 -> l, T -> 1}

(t, ?throws, m) : SwitchRelation
guard = "1 <= d <= 6"
updateMapping = {D -> d}